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1 ITS: a tool for rapidly developing interactive applications

Charles Wiecha, William Bennett, Stephen Boies, John Gould, Sharon Greene

July 1990

ACM Transactions on Information Systems (TOIS), Volume 8 Issue 3

Full text available: [pdf\(2.61 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [referer](#)

The ITS architecture separates applications into four layers. The action layer implements back-end user interface, independent of its style. Content specifies the objects included in each frame of the application. Rules define how objects are associated with each object. The style rule layer defines the presentation and behavior of a frame.

2 Model-driven development of Web applications: the AutoWeb system

Piero Fraternali, Paolo Paolini

October 2000

ACM Transactions on Information Systems (TOIS), Volume 18 Issue 4

Full text available: [pdf\(6.94 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [referer](#)

This paper describes a methodology for the development of WWW applications and a tool environment for their construction. The methodology and the development environment are based upon models and techniques already used in the hybrid environment. The proposed approach is adapted and blended in an original mix. The foundation of the proposal is the conceptual design of the application, followed by the specification of structure, navigation, and presentation.

Keywords: HTML, WWW, application, development, intranet, modeling

3 Demonstrational and constraint-based techniques for pictorially specifying application objects

Brad Vander Zanden, Brad A. Myers

December 1995

ACM Transactions on Computer-Human Interaction (TOCHI), Volume 2 Issue 4

Full text available: [pdf\(3.70 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [referer](#)

The Lapidary interface design tool is a demonstrational system that allows the graphics and run-time environments to be specified pictorially. In particular, Lapidary allows the designer to draw example pictures of application-specific objects (e.g., boxes, arrows, or elements of a list), the feedback that shows which objects are selected (such as

Keywords: direct manipulation, interaction, interaction techniques, object-oriented design, programming

4 Fast detection of communication patterns in distributed executions

Thomas Kunz, Michiel F. H. Seuren

November 1997

Proceedings of the 1997 conference of the Centre for Advanced Studies on

Full text available: [pdf\(4.21 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [referer](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on proc
of the execution of the application. The visualization tool we use is Poet, an event tracer develope
often very complex and do not provide the user with the desired overview of the application. In o
trivial commun ...

5 Generating user interfaces: principles and use of it style rules

Charles Wiecha, Stephen Boies

August 1990 **Proceedings of the 3rd annual ACM SIGGRAPH symposium on User interface s**

Full text available:  pdf(1.13 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

6 Innovative Document Systems: Mobile agent-based compound documents

Ichiro Sato

November 2001 **Proceedings of the 2001 ACM Symposium on Document engineering**

Full text available:  pdf(567.68 KB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

This paper presents a mobile agent-based framework for building mobile compound document, w
migrate itself over a network as a whole, with all its embedded agents. The key of this framework
multiple mobile agents to be combined into a single mobile agent. The framework also provides s
components embedded in a compou ...

7 A molecular architecture for creating advanced GUIs

Eric Lecolinet

November 2003 **Proceedings of the 16th annual ACM symposium on User interface softwa**

Full text available:  pdf(1.50 MB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

This paper presents a new GUI architecture for creating advanced interfaces. This model is based
provide capabilities for implementing information visualization techniques such as magic lenses, t
makes it possible to create multiple views and application-sharing systems (by sharing views on r
handle bimanual in ...

Keywords: GUI architectures, GUI toolkits, Ubit, ZUIs, bi-manual interaction, brickgets, declarat

8 Constraint cascading style sheets for the Web

Greg J. Badros, Alan Borning, Kim Marriott, Peter Stuckey

November 1999 **Proceedings of the 12th annual ACM symposium on User interface softwa**

Full text available:  pdf(121.80 KB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

Cascading Style Sheets have been introduced by the W3C as a mechanism for controlling the app
constraints provide a powerful unifying formalism for declaratively understanding and specifying s
and declaratively specify complex behavior such as inheritance of properties and cascading of con
based style ...

Keywords: CCSS, CSS, Cassowary, HTML, cascading style sheets, constraints, page layout, style

9 Developing a GUIDE using object-oriented programming

Joseph A. Konstan, Lawrence A. Rowe

November 1991 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented progr**
11

Full text available:  pdf(1.91 MB)

Additional Information: [full citation](#), [references](#), [citations](#)

10 XXL: a dual approach for building user interfaces

Eric Lecolinet

November 1996

Proceedings of the 9th annual ACM symposium on User interface software :

Full text available:  pdf(1.96 MB)

Additional Information: [full citation](#), [references](#), [index](#)

Keywords: distributed interfaces, interface builders, iterative development, scripting languages,

11 Unidraw: a framework for building domain-specific graphical editors

John M. Vlissides, Mark A. Linton

July 1990

ACM Transactions on Information Systems (TOIS), Volume 8 Issue 3

Full text available:  pdf(2.52 MB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

Unidraw is a framework for creating graphical editors in domains such as technical and artistic drawing. Its architecture simplifies the construction of these editors by proving programming abstractions that support reuse. Components define operations on components, and external representations define how components are presented.

12 The continuous zoom: a constrained fisheye technique for viewing and navigating large information spaces

Lyn Bartram, Albert Ho, John Dill, Frank Henigman

December 1995 **Proceedings of the 8th annual ACM symposium on User interface and software**

Full text available:  pdf(1.02 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index](#)

Keywords: fisheye view, graphical user interface, hierarchical network, information space, information visualization

13 Transformations on a dialog tree: rule-based mapping of content to style

W. E. Bennett, S. J. Boies, J. D. Gould, S. L. Greene, C. F. Wiecha

November 1989 **Proceedings of the 2nd annual ACM SIGGRAPH symposium on User interface**

Full text available:  pdf(1.00 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index](#)

14 The X window system

Robert W. Scheifler, Jim Gettys

April 1986

ACM Transactions on Graphics (TOG), Volume 5 Issue 2

Full text available:  pdf(2.76 MB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

An overview of the X Window System is presented, focusing on the system substrate and the low-level desktop. The system provides high-performance, high-level, device-independent graphics. A hierarchy of application and user interfaces to be built easily. Network-transparent access to the display provides significant performance improvements.

15 Programming languages as operating systems (or revenge of the son of the lisp machine)

Matthew Flatt, Robert Bruce Findler, Shriram Krishnamurthi, Matthias Felleisen

September 1999 **ACM SIGPLAN Notices , Proceedings of the fourth ACM SIGPLAN international conference on Functional programming**

Full text available:  pdf(1.30 MB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

The MrEd virtual machine serves both as the implementation platform for the DrScheme program and as the environment for executing expressions and programs entered into DrScheme's read-eval-print loop. We describe the design of the MrEd virtual machine, its programming environment, and we step through the implementation of a miniature version of DrScheme as a high-level operating system for graphical programs.

16 The Desert environment

Steven P. Reiss

October 1999

ACM Transactions on Software Engineering and Methodology (TOSEM), Vol

Full text available:  pdf(868.64 KB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

The Desert software engineering environment is a suite of tools developed to enhance programming productivity by providing an inexpensive form of data integration to provide additional tool capabilities and information sharing, semantic feedback and to integrate different types of software artifacts, and builds virtual files on extensible ...

Keywords: integrated programming environments, program editors

17 Generating highly interactive user interfaces

C. Wiecha, W. Bennett, S. Boies, J. Gould

March 1989

ACM SIGCHI Bulletin , Proceedings of the SIGCHI conference on Human factors in computing systems

Issue SI

Full text available:  pdf(605.00 KB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

Developers of User Interface Management Systems (UIMS) have demonstrated that separating the interface from the application allows for greater reuse and customization. Interfaces produced in UIMS are typically crafted by designers expert in human-computer interaction, however, to capturing the knowledge of such experts so that interfaces might be automatically generated. This paper cons ...

18 QSketcher: an environment for composing music for film

Steven Abrams, Ralph Bellofatto, Robert Fuhrer, Daniel Oppenheim, James Wright, Richard Boulanget

October 2002

Proceedings of the fourth conference on Creativity & cognition

Full text available:  pdf(322.66 KB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

We describe QSketcher, a new environment for composing music for film. The main focus is the separation of the musical conception through realization, rather than the order and synchronization of musical fragments within the system. The system consists of three main components: the system, the user environment, and how they relate to one another. Novel aspects of the system include the ability to automatically generate musical fragments based on user input, and the ability to configure individual users' preferences and constraints.

Keywords: HCI, creativity, music composition, music representation, software design

19 Reducing the storage requirements of constraint dataflow graphs

Bradley T. Vander Zanden, Richard L. Halterman

November 1999

Proceedings of the 12th annual ACM symposium on User interface software and technology

Full text available:  pdf(121.10 KB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

Most one-way constraint solvers use directed dataflow graphs to represent the dependencies among variables. These graphs can be quite large and require a great deal of storage. These storage costs can help push a large application into virtual memory. Reducing the storage costs of dataflow graphs is therefore an important goal in constraint research. This paper presents a method for reducing the storage requirements of dataflow graphs by solving this problem ...

Keywords: dataflow constraints, one-way, space optimization, user interface toolkits

20 A hierarchy-aware approach to faceted classification of object-oriented components

E. Damiani, M. G. Fugini, C. Bellettini

July 1999

ACM Transactions on Software Engineering and Methodology (TOSEM), Vol

Full text available:  pdf(310.25 KB)

Additional Information: [full citation](#), [abstract](#), [referer](#)

This article presents a hierarchy-aware classification schema for object-oriented code, where software components are classified based on their characteristics, such as provided services, employed algorithms, and needed data. In the case of class hierarchies, the classification is derived from their model, i.e., from the description of the abstract classes specifying both the interface and the implementation.

Keywords: code analysis, component repositories, component retrieval, software reuse, user interface toolkits

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